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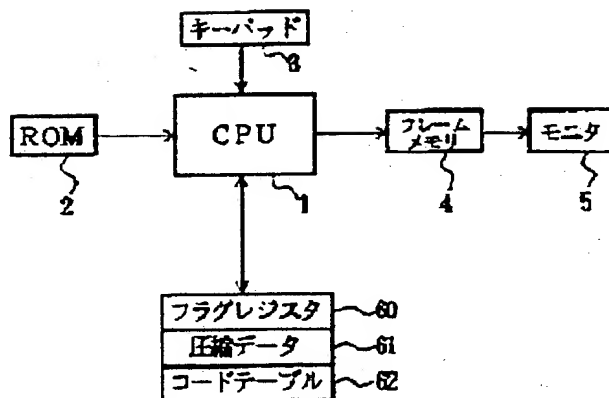
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TITLE : METHOD FOR CONTROLLING
DISPLAY OF COMPRESSED PICTURE
AND PICTURE DISPLAY PROCESSING
DEVICE USING THIS METHOD



ABSTRACT : PURPOSE: To avoid blocking phenomenon at the time of pause and to prevent the deterioration of picture quality in a pause state by performing pause processing in only a key frame regardless of the time of pause input, when still picture display is performed.

CONSTITUTION: A video game device consists of a CPU 1, a ROM 2, a key pad 3, a frame memory 4, a monitor 5, work RAMs 60, 61 including a register. The key pad 3 is used as an input device which controls movement of characters to appear in a game or gives an instruction input of pause processing. The frame memory 4 develops display data of one frame under the control of the CPU 1, and successively sends them to the monitor 5. In this constitution, when a time of an instruction signal output from an output means of a still display signal is simultaneous with a time of the first picture data display, a picture display control means controls so that still display of a picture corresponding to an instruction signal is reserved until a display time of the next second picture data to be inserted to the first picture data at a prescribed interval.

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